

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) ~~Method for visualisation~~A method for visualization of a 3-dimensional (3-D) image comprising:
 - converting a 3-D scene model into a plurality of 3-D scene points;
 - providing at least a portion of the plurality of 3-D scene points to a 3-D display plane comprising 3-D pixels that are directionally modulated;
 - determining ~~calculating~~ at each of the 3-D pixels a contribution of light from the 3-D pixel to generate at least in part a scene point of the plurality of 3-D scene points; and
 - performing at least one of emitting and transmitting the light by each of the 3-D pixels that is determined ~~calculated~~ to contribute to the scene point.

2. (Currently amended) Method The method according to claim 1,
characterized in thatwherein light is emitted and/or transmitted by
2-D pixels comprised within said 3-D pixels, each 2-D pixel
directing light into a different direction contributing light to a
scene point of said 3-D scene model.

3. (Currently amended) Method The method according to claim 1,
characterized in thatwherein said 3-D scene points are provided
sequentially, or in parallel, to said 3-D pixels.

4. (Currently amended) Method The method according to claim 1,
characterized in thatwherein the determination calculation of the
contribution of light of a 3-D pixel to a certain 3-D scene point
is made previous to the provision of said 3-D scene points to said
3-D pixels.

5. (Currently amended) Method The method according to claim 1,
characterized in thatwherein the contribution of light of a 3-D

pixel to a certain 3-D scene point is calculated within one 3-D pixel of one row or of one column previous to the provision of said 3-D scene points to the remaining 3-D pixels of a row or a column, respectively.

6. (Currently amended) Method The method according to claim 1, characterized in that wherein a 3-D pixel outputs an input 3-D scene point to at least one neighbouringneighboring 3-D pixel.

7. (Currently amended) Method The method according to claim 1, characterized in that wherein each 3-D pixel alters the co-ordinates of a 3-D scene point prior to putting out said 3-D scene point to at least one neighbouringneighboring 3-D pixel.

8. (Currently amended) Method The method according to claim 1, characterized in that in casewherein if more than one 3-D scene point needs the contribution of light from one 3-D pixel, the depth information of said 3-D scene point is decisive.

9. (Currently amended) Method—The method according to claim 1, characterized in that wherein 2-D pixels of the 3-D display plane transmit and/or emit light only within one plane.

10. (Currently amended) Method—The method according to claim 1, characterized in that colour wherein color is incorporated by spatial or temporal multiplexing within each 3-D pixel.

11. (Currently amended) A 3-D display device, comprising:

a 3-D display plane with 3-D pixels, said 3-D pixels comprise an input port and an output port for receiving and putting out 3-D scene points of a 3-D scene, each of said 3-D pixels comprise a control unit located at each of the 3-D pixels for calculating their own contribution to the visualisation visualization of a 3-D scene point representing said 3-D scene.

12. (Currently amended) The 3-D display device according to claim 11, characterized in that wherein said 3-D pixels are interconnected

for parallel and serial transmission of 3-D scene points.

13. (Currently amended) The 3-D display device according to claim 11, characterized in thatwherein said 3-D pixels comprise a spatial light modulator with a matrix of 2-D pixels.

14. (Currently amended) The 3-D display device according to claim 13, characterized in thatwherein said 3-D pixels comprise a point light source, providing said 2-D pixel with light.

15. (Currently amended) The 3-D display device according to claim 13, characterized in thatwherein said 3-D pixels comprise registers for storing a value determining which ones of said 2-D pixels within said 3-D pixel contribute light to a 3-D scene point.

16. (Currently amended) The method of claim 1, wherein the determining-calculating of the contribution comprises determining-calculating whether a current 3-D scene point is closer to a viewer than a past 3-D scene point.

17. (Currently amended) The 3-D display device of claim 11, wherein
the control unit ~~determines~~ calculates whether a current 3-D scene
point is closer to a viewer than a past 3-D scene point.